

What is claimed is:

1. An electronic novelty device that electronically stores messages that when prompted by turning on a switch will randomly display the stored messages on an electronic display. The user will know the device is ready for use by a flashing light that, in this version, symbolizes a beating heart. The device is encased in molded plastic housing that when assembled entraps and retains the electronic circuitry to hold it into position so that the display can be viewed through a window in the housing. The device can be hung or worn by a lanyard that is thread through slots molded into the housing.
2. A device as described in claim 1 where the shape is other than that of a heart, such as a cross, football, or other shape molded out of plastic.
3. A device as described in claim 1 where the housing is made of another material such as wood or carbon fiber.
4. A device as described in claim 1 where the color is other than red, for instance clear, blue, green or other thematic color.
5. A device as described in claim 1 where the alert method is other than a light, or a combination of a light and other means such as vibrating device, buzzing sound, music or other such method.
6. A device as described in claim 1 where the hanging device is other than that of a lanyard, for instance a hook or other means.
7. A device as described in claim 1 where the messages in the storage device can be displayed in other languages easily by switching a switch inside the device or other similar means.

8. A device as described in claim 1 where the messages when displayed have the ability to add other additional information by some means, such as throwing a switch to another position or by holding a button down.
9. A device as described in claim 1 where the message may be a question, to which the answer is revealed by some switching means or built in delay.
10. A device as described in claim 1 where the switching device is a push button switch or other available device to change the mode of the device.
11. A device as described in claim 1 where the purpose is a game instead of displaying random information, such as charades or other such game.
12. A device described in claim 1 where the message groups are a logical set of phrases, such as a group of Bible verses and themes, or activities for couples to do together, or group discussion ideas, or other such groupings.

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